Cup passed from me v1.0.0 by Đ¿?¢

Djinn

TOWNSFOLK



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.

OUTSIDER



Mutant

If you are "mad" about being an Outsider, you might be executed.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Courtier
5. Evil Twin
6. Amnesiac
7. Balloonist
8. Leviathan
9. Dawn

FABLED, JINXES & LORIC

Vizier & Courtier

If the Vizier loses their ability, they learn this, and cannot die during the day.

Vizier & Politician

The Politician might register as evil to the Vizier.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Courtier
3. Amnesiac
4. Balloonist
5. Leviathan
6. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

6  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

7  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

8  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

9 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

3  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

4  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

5  **Leviathan**
Change the Leviathan Day reminder for the next day.

6 D **Dawn**
Wait for a few seconds. End the Night Phase.